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| **COLEGIO COLOMBO BRITÁNICO**  **SCHOOL YEAR 2013-2014**  **LEARNING EXPERIENCE PLANNER** | | | | | | | | | | | |
| **Grade:** Kinder | | **Unit: Who We Are - Agenda-Maths** | | | | | **Driving  Supporting Discipline-Specific** | | | | |
| **Modality**  Visual  Kinaesthetic  Auditive | **Style**  Mastery  Understanding  Interpersonal  Self-expressive | | **Intelligences** | | | | | **ASSESSMENT**  DiagnosticFormative Summative | | | |
| Visual-Spatial  Verbal-Linguistic  Kinaesthetic  Logical-Mathematical | | Musical  Interpersonal  Intrapersonal  Naturalistic | | | **Strategies**  Observation  Performance Assessment  Process-focused  Selected response  Open-ended Task  Other | | **Tools**  Rubric  Exemplars  Checklist  Anecdotal Records  Continuum  Other | |
| **Achievement Indicators:**  Measurement, Patterns and Function and Number achievement indicators | | | | | | **Skills:** Observing | | | | | |
| **Materials:** Computers, Heinemann book 4, ladder, memory game, big die, # worksheets. | | | | | | **Grouping**  Individual  Pairs  Small group  Half group  Whole group | | | **Co-teaching** | | |
| **Whole group**  One teach-one drift  One teach-one observe  One teach-one assist  Team-teaching | | **Small Group**  Alternative  Parallel  Stations |
| **Date: Week 11** | | | | **Time: 1 block** | |
| **Description** | | | | | | | | | | | |
| **Opening:** Explain the strategy of the agenda to the children. | | | | | | | | | | | |
| **Main Activity:**  **AGENDA**  1. Sid the scientist – Computer  2. Heinemann, wb. 4, pages 7,8  3. Ladder  4. Memory game  5. Die game – **Teacher**  6. # before and after **– Teacher**  7. Patterns – Computer  8. Tracing #s 11-20 | | | | | | | | | | | |
| **Tier 1:** | | | | | | | | | | | |
| **Tier 2:** | | | | | | | | | | | |
| **Tier 3:** | | | | | | | | | | | |
| **Closing:** Expend time at the end to do the “Reflective pause” in terms of autonomy, time management, difficulties, class rules, and solutions. | | | | | | | | | | | |